

6.2.Discussion Questions

- Rachel: In class we have discussed the relationship between national politics and military command/doctrine. How does this relationship change/become more complex in colonies and colonial warfare? In what ways do additional actors (civilians) impact military approaches to strategy and tactics?
- Hans: What is it about the move towards the *HMS Dreadnought* that allowed it to avoid the fate of many of the above technologies which weren't exploited more greatly in the Great War began?
- Mike: How could a country continue to sway its civilians to fight when most land warfare is suicidal? Alternatively, is the reality of the costs of war what causes the military strategist mindset to focus on winning wars instantly versus through attrition?

6.2. Nerf Rules

- Only Cavalry (repeaters) may run
- The cannons must make it all the way to the parking lot.
- Hits: If you hit someone, you must call out their name. It must be a hit above the waist.
- Bayonets: If you touch someone with a single shot weapon and you call out their name, they are dead.
- Dead must lie down where they fell.
- You may re-use ammunition on the ground. You are responsible for picking up all of your ammunition afterwards.
- You may pick up any weapon from the dead.
- We will do one bridge for the cannons at a time: Blue first; fish if we have time.